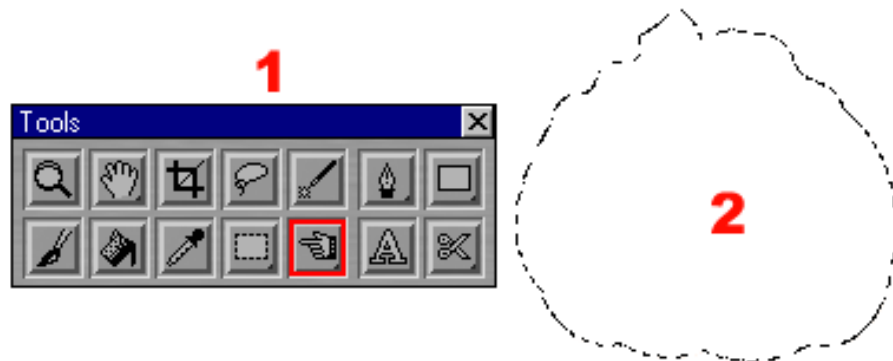


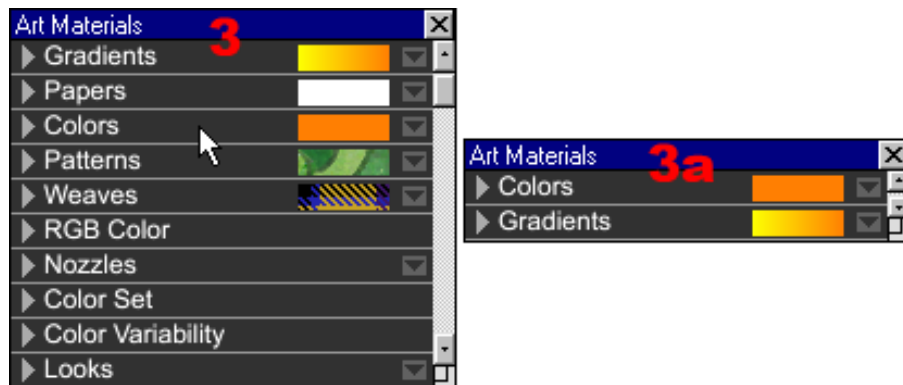
Basic Lasso and Masking techniques for Painter 6™

1. **File > New >** at 400X400 at 72 DPI.

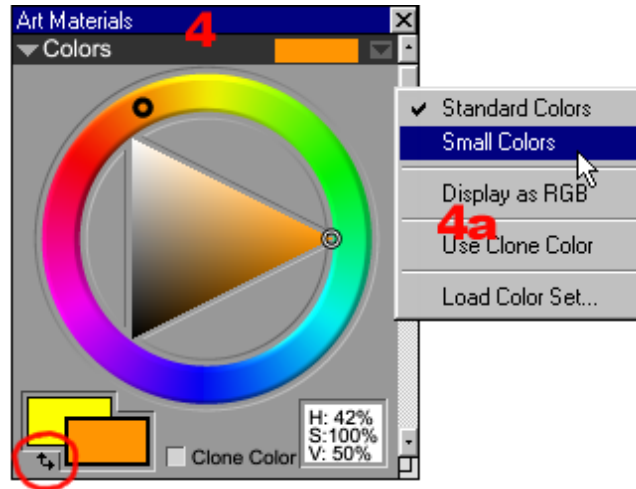
2. Select the **Tools** palette (1), click on the **Lasso** icon or press the (L) key on the keyboard. On the canvas the **Lasso tool** icon appears as a circle with a dot in the middle. Draw a jack-o-lantern shape (you should see **Marching Ants** for the outline instead of the solid line you would expect to see) (2).



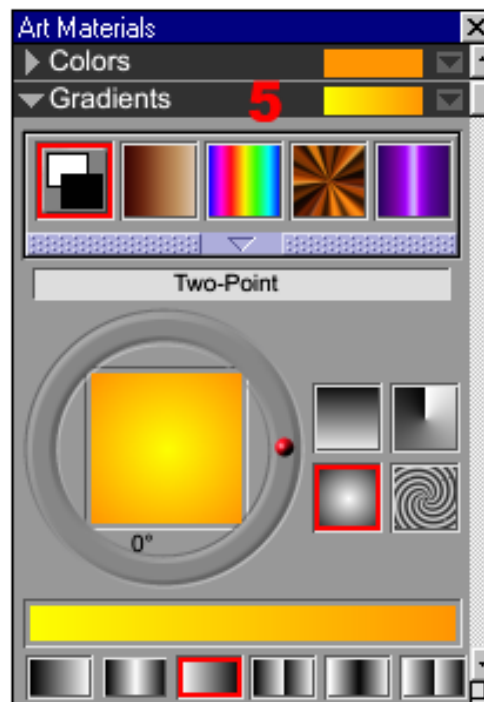
3. The **Art Materials** palette (3) contains ten expandable sections. You can change the section order by clicking on the empty space beside a section name and drag that section to any position you wish. By clicking on the small square in the bottom right corner you can adjust the palette size to a position showing only two sections if you wish (3a). This move will give you more screen space temporarily because when you either close a section or access another the **Art Materials** palette reverts back to its original size. Any customization you do cannot be saved for future use.



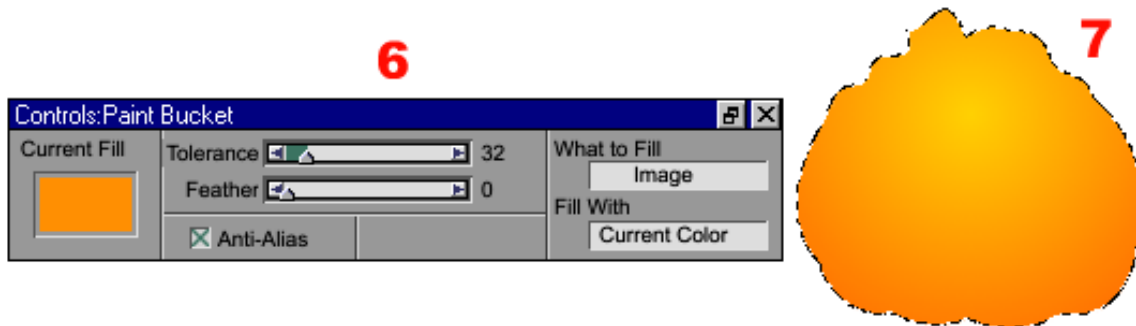
4. Click on the **(AM) Section** name, **Colors**, or the **Gray Triangle** to the left to open the expandable **Color** section (4). To access a menu with other **Color Picker** choices such as **Small Colors**, click on the Black Triangle menu icon on the far right of the **Section** name bar (4a). Select **Orange** for your **Primary Color** and **Yellow** as your **Secondary Color**. You can still switch the **Primary** and **Secondary Colors** using the **Swap Icon** (circled in red) or you can press, the **Shift + X** keys to do the same thing.



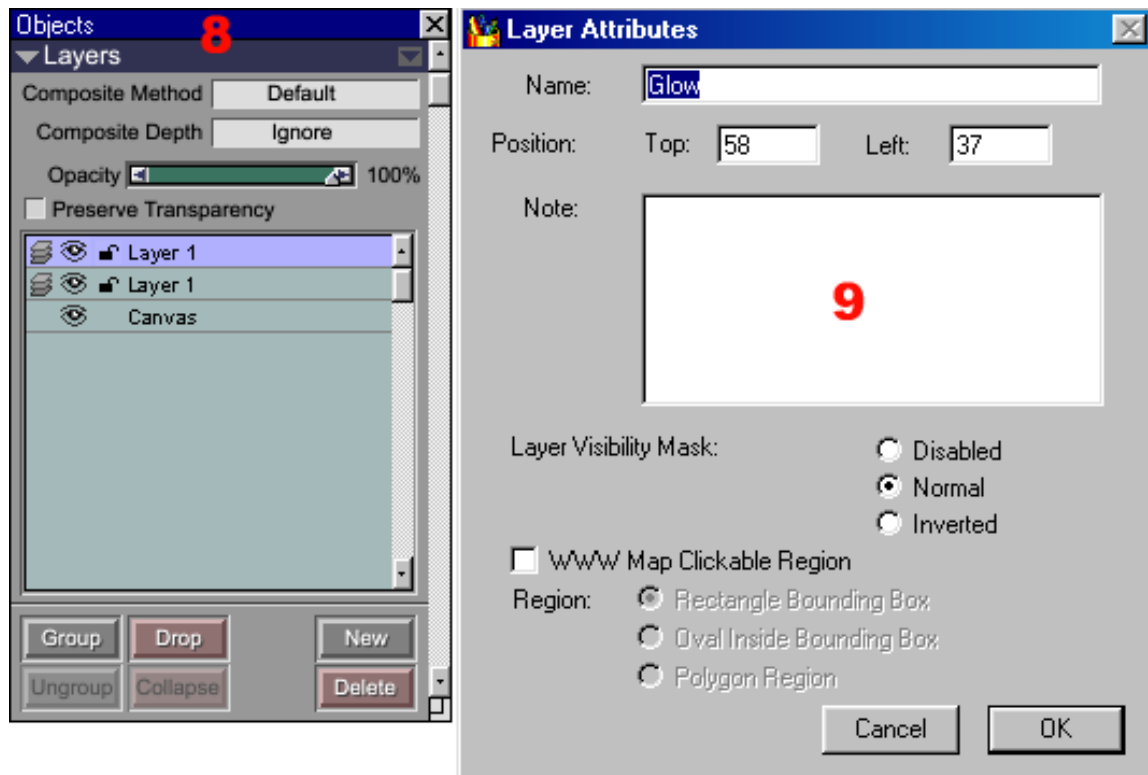
5. The **Gradient** section name bar provides access to a menu of current gradients an open library contains by clicking on the colored rectangle (yellow to orange gradient). The menu icon opens the Gradient **Capture-Edit** options (5). Choose **Two-Point**, **Circular Grad**, and **Right to Left Grad** for your settings (none of the pop-up identifiers work in my version of 6.0.1). Any choice you make will have a red outline around it.



6. To apply the gradient fill to your new selection, press the **(K)** key to access the **Paint Bucket** fill tool. In the **Controls: Paint Bucket** palette (6) you may have to change the **Fill With** box from **Current Color** to **Grad**. Click once inside the Marching Ants and the fill is applied. Your selection will look something like this (7).

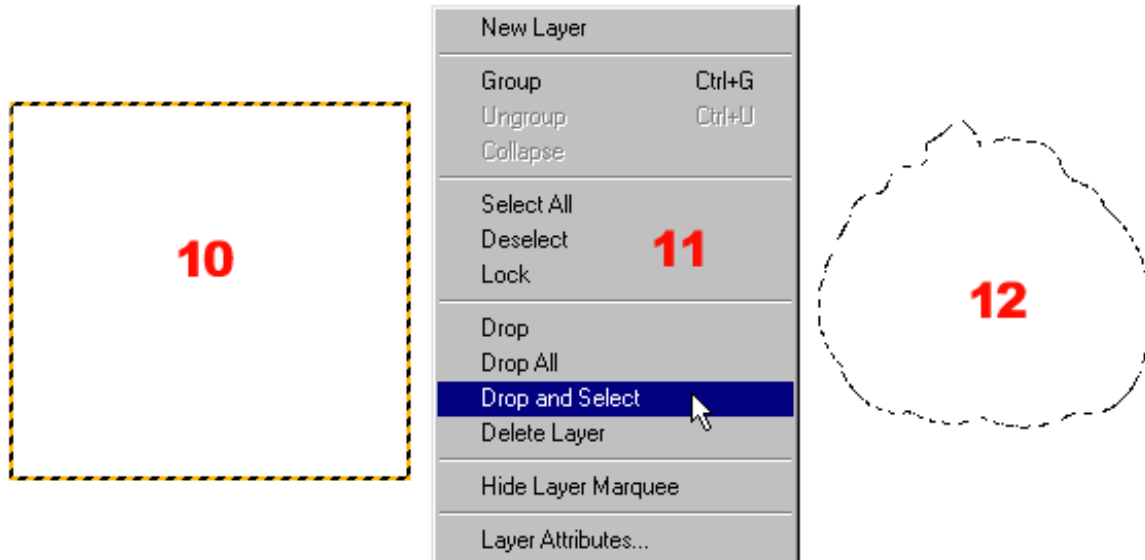


7. Press the **(F)** key to access the **Layer Adjuster** tool. Click once inside your image to turn it into a layer. Press the **Alt** key and click once inside the layer to create an exact duplicate. In the **Objects Layers** palette (8), you will see 2 layers named **Layer 1**. Double click on the top blue bar to access the **Layer Attributes** dialog box (9). Re-name the floater to **Glow**, click **OK**. Next, click on **Effects > Orientation > Free Transform**, a bounding box appears around the image. Press the **Shift** key, click on the top left handle, and drag toward the center slightly to reduce its size. Choose **Effects > Orientation > Commit Transform** to complete the procedure. Close the eye in the **Glow** floater to make it disappear. Save your file and name it **Pumpkin**.



You may have noticed the **Trim Button** is missing in this version. Painters new layering scheme automatically trims any new layer close to the new image. At the same time they removed your ability to delete a layer using the **Backspace** or **Delete** keys.

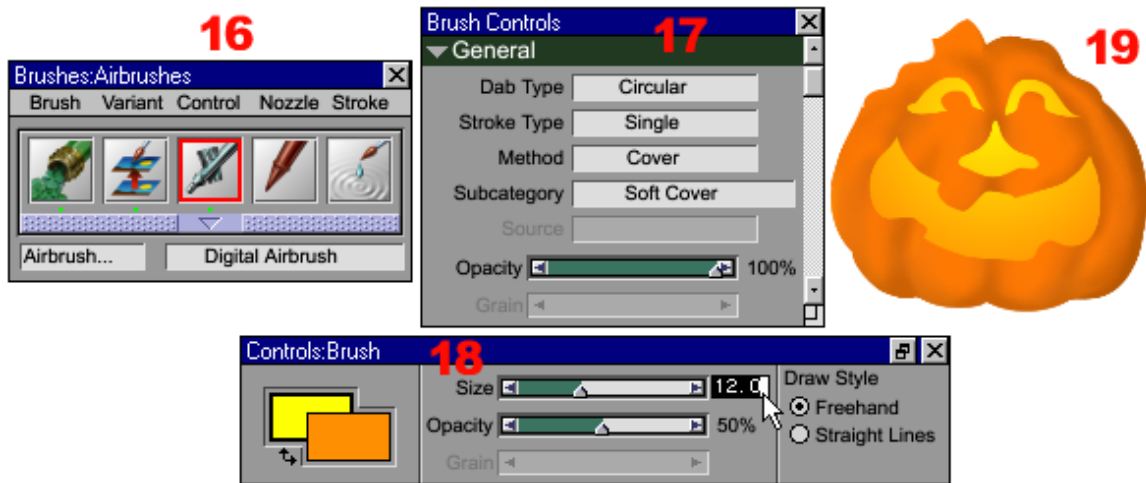
8. With **Layer 1** active, press the **(K)** key to access the fill tool. In the **Colors** palette select **White** as your **Primary Color**. Click inside the layer to fill it. If a gradation shows up change the **Fill With** box back to **Current Color**. Your canvas appears empty with a Black and Yellow bounding box (**Layer Marquee**) around the perimeter (**10**). Painter 6 defaults with the **Layer Marquee** in the off position. Press **Ctrl + Shift + H** to turn it on. In the **Objects > Layers** palette (**8**), click on the **Menu Icon** to access a menu of Layer Options (**11**). Select **Drop and Select** and the original **Marching Ants** will appear on your canvas (**12**).



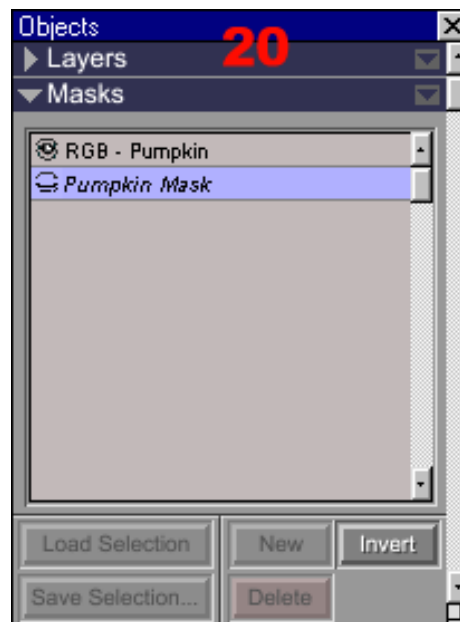
9. Press the **(L)** key to access the **Lasso** tool. We want to draw the shapes of the eyes, nose and mouth of our pumpkin. You already know the **Lasso tool** icon is a circle with a dot in the middle. In 5.n when you move it inside the **Marching Ants** it turns into a **Floater Adjuster** tool. In this version it becomes the **Selection Adjuster** tool (crossed double pointed arrows), so no more inadvertent floaters being made. Press the **Shift** key and a **(+)** sign appears to the right of the circle. Use this to add to your existing shape. Press the **Ctrl** key and a **(-)** sign appears to the right of the circle. Use this to remove or cut holes in your image. To draw the eyes, nose and mouth press the **Ctrl** key while drawing. If you don't like an eye you have drawn, press **Ctrl + Z** to undo it and draw another. When you are ready click inside the image with the **Layer Adjuster** tool to create the layer. Mine looks like this (**13**). In the **Colors** palette select **Orange** as your **Primary Color** and fill the layer, name it **Pumpkin** (**14**). Open the eye on the **Glow** floater and you should have something that looks like this (**15**). Save your file, name it **Pumpkin -1**.



10. In the **Brushes:** palette (16), choose the **Airbrush** as your brush and **Digital Airbrush** as the variant. In version 5.n you would also select **Cover** as the **Method** and **Soft Cover** for the **Subcategory**. In this version those choices are found in the Brush Controls palette under the General section (17). Press the **(B)** key to activate the brush or press on the **Paintbrush** icon in the **Tools** palette. In the **Controls: Brush** palette (18) set the **Size** slider to **12.0** and the **Opacity** slider to **50%**. An easy way to set exact values is to click on the number and type in the numerical value instead of using the slider. In the **Colors** palette select a slightly darker **Orange** as your **Primary Color** and paint some shadows on your pumpkin. You will have something that looks like this (19). Save your file.



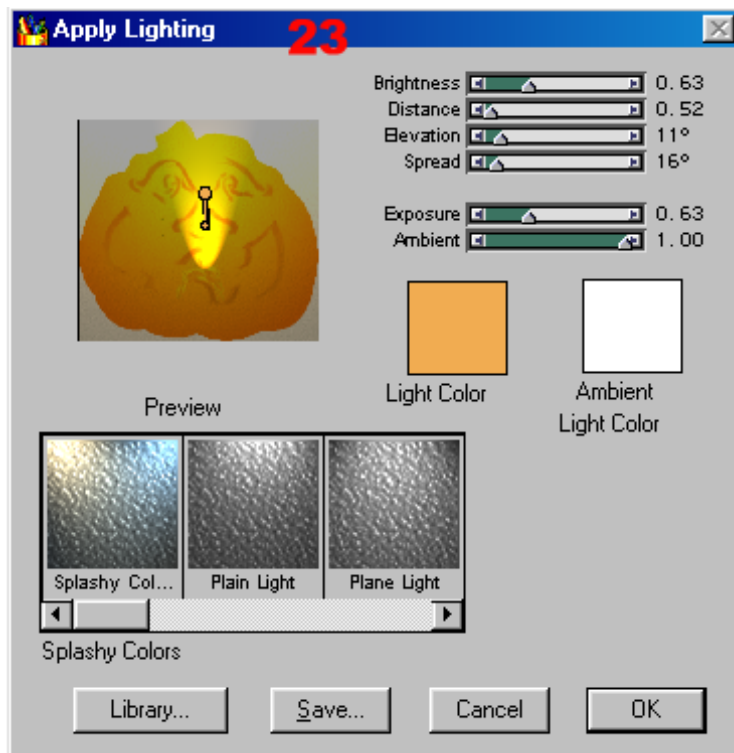
11. Now is the time to make a few decisions about your pumpkin. I decided mine needs some more teeth, and different looking eyes. To accomplish this I selected the **Pumpkin** layer and closed the Layers section. In the **Objects** palette, click on **Masks** to expand the section (20). Select the **Pumpkin Mask** layer.



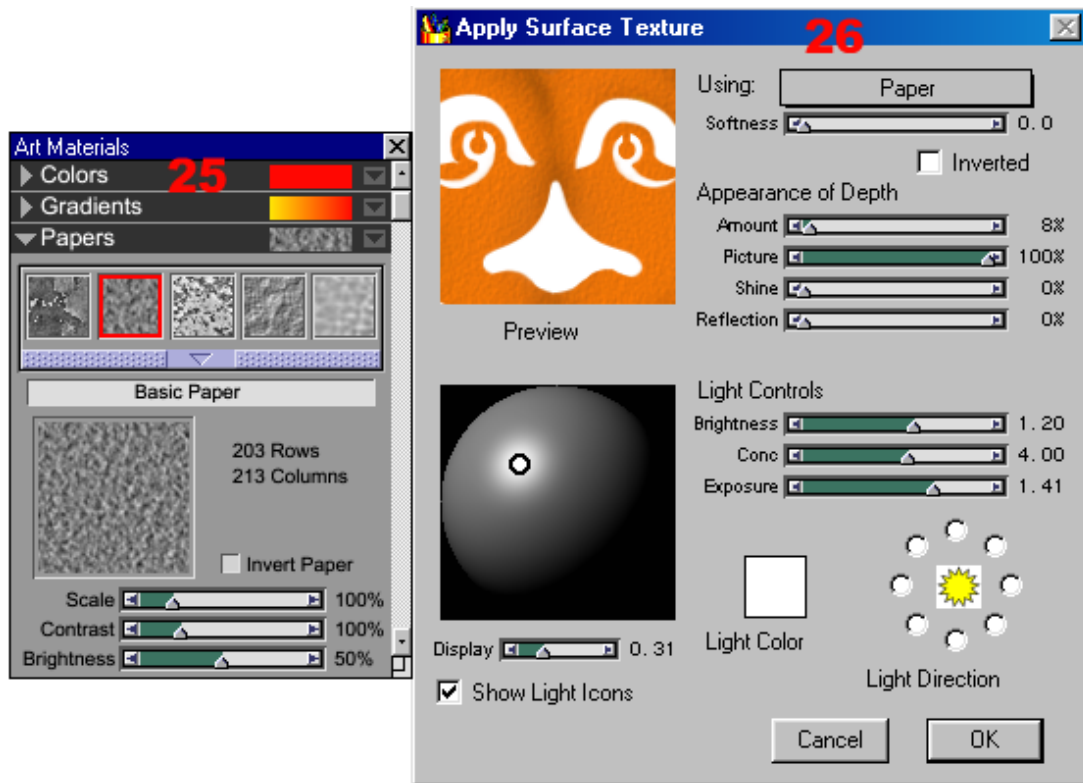
12. When working on a mask you will use **White**, **Black** or any **shades of gray** they produce. **White** will erase the mask and **Black** will add to the mask. You can use about any brush you want, I rely on the **Airbrush** most of the time. You will probably have to adjust the size of the brush in the **Controls:Brush** palette. Select the **PumpkinMask**. Use **Black** to add some teeth. Use white to change the eyes the way you want. If you make a mistake, switch to **Black** and fill in the area and start again. My pumpkin now looks like this (21). Select the **Glow** layer, open the **Layers** section to do it. Press the **(D)** key and the **Dropper** tool will appear on the canvas. Click once on the lower right just inside the Pumpkins mouth. In the **Colors** palette move the **Saturation/Value Triangle** ring to a slightly darker shade of orange. Paint in the shadows until you have something that looks like this (22). Save your file.



13. In the **Layers** section close the **Eye** on the **Pumpkin** layer. Click on the **Glow** layer and then press the **New** button to create a new layer. Using the same colors as the **Glow** layer, draw a small candle with melting wax in the center of the Pumpkins mouth. Select the **Glow** layer. Choose **Effects > Surface Control > Apply Lighting**, the **Apply Lighting** dialog box will appear. Use these settings (23) and you should get results similar to this (24).



14. In the **Layers** section select the **Pumpkin** layer, and press the **New** button to create a new layer. Choose some light brown colors to paint the pumpkin stem and the lid lines. Use the orange of the pumpkin stem as your guide. In the **Art Materials** palette open the **Papers** section. Click on the **Basic Paper** icon to select it (25). Choose **Effects** > **Surface Control** > **Apply Surface Texture**, the **Apply Surface Texture** dialog box will appear. Use these settings (26).



The final results should look something like this.

